The background of the page is a vertical gradient of blue, transitioning from a light, pale blue at the top to a darker, more saturated blue at the bottom. The text is centered in the upper half of the page.

**ProCue 1m1**  
**Manual Vers. 1.1**

This equipment has been type tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television equipment reception, which can be determined by tuning the equipment off and on, the user is encouraged to try to correct the interference by any combination of the following measures:

- Relocate or reorient the antenna.
- Increase the separation between the equipment and the receiver.
- Plug the equipment into an outlet on a circuit different from that to which the receiver is connected

If necessary, you can consult a dealer or experienced radio/television technician for additional assistance.

PLEASE NOTE: only equipment certified to comply with Class B ( Computer input/output devices, terminals, printers, etc.) should be attached to this equipment, and it must have shielded interface cables in order to comply with the Class B FCC limits on RF emissions.

Warning: changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

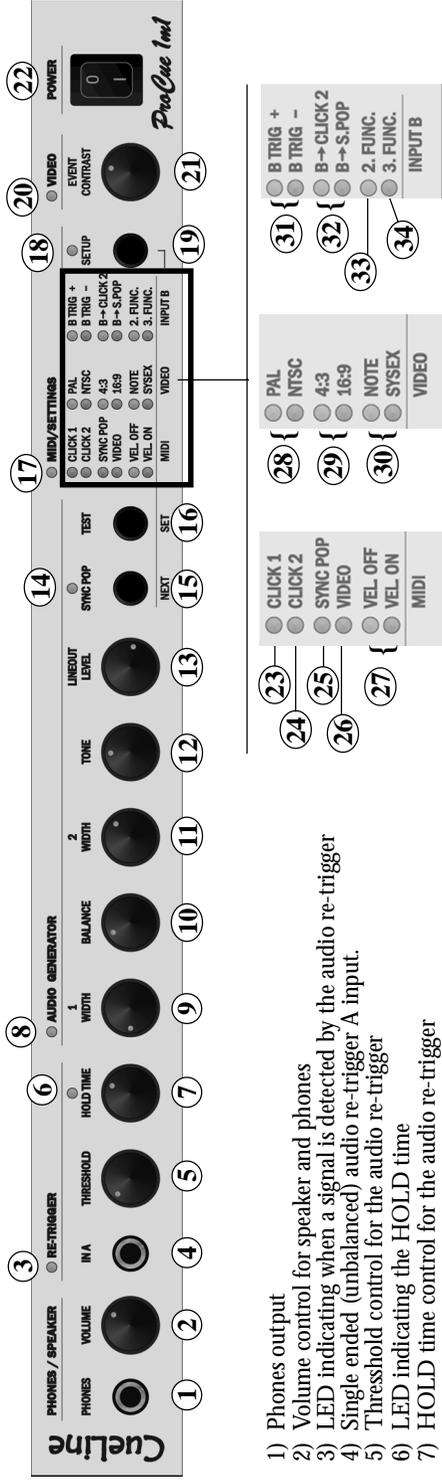
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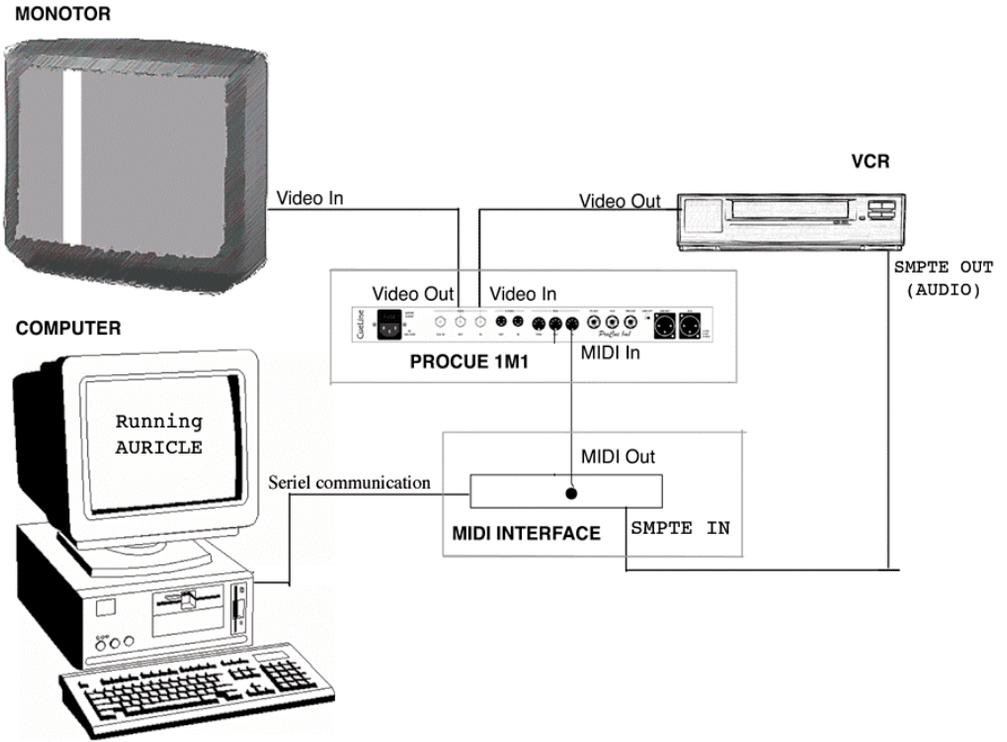
Front Panel. Figure 1.



- 1) Phones output
  - 2) Volume control for speaker and phones
  - 3) LED indicating when a signal is detected by the audio re-trigger
  - 4) Single ended (unbalanced) audio re-trigger A input.
  - 5) Threshold control for the audio re-trigger
  - 6) LED indicating the HOLD time
  - 7) HOLD time control for the audio re-trigger
  - 8) LED indicating when any audio is produced
  - 9) Width controls for click one
  - 10) Balance between click one and click two
  - 11) Width controls for click two
  - 12) Tone control for both clicks
  - 13) Lineout level control
  - 14) LED indicates when a Sync Pop is produced
  - 15) Switch with two functions:
    - Produces a sync pop in normal mode
    - In setup mode it chooses the next function to be set.
  - 16) Switch with two functions:
    - Produces test streamers and clicks in normal mode
    - In setup mode it sets the function chosen with the “Next” button.
  - 17) LED Flashes on all midi activity
  - 18) LED flashes in setup mode
  - 19) Setup switch
  - 20) LED on when no video is input
  - 21) Video event contrast control
  - 22) Power Switch
- 
- 23) Flashes when receiving the MIDI note/channel assigned to Click 1
  - 24) Flashes when receiving the MIDI note (channel) assigned to Click 2
  - 25) Flashes when receiving the MIDI note/channel assigned for the sync pop.
  - 26) Flashes if any MIDI messages assigned for video events are received.
  - 27) These two LEDs indicates if the click generator is sensitive to midi velocity.
  - 28) These two LEDs indicates if the incoming video format is PAL or NTSC. If no video signal is input, they will indicate either PAL, or NTSC black generation.
  - 29) indicates if the proportions of the punch match the 4:3 (normal TV) or 16:9 (Wide screen) screen format.
  - 30) Indicates if visual events are controlled by MIDI note on commands or MIDI SYSEX or both.
  - 31) Indicates if TRIGGER B will be sensitive to raising or falling edge pulses.
  - 32) Indicates if an input pulse on Input B will result in Click 2 or a Sync pop.
  - 33-34) 2 LEDs for alternative functions.



# Typical Installation



## **ProCue 1m1Features.**

Cuelines ProCue 1m1 is a video and audio effects generator specifically designed for film music production. Driven by supporting software applications, this generator can produce both audio clicks and video “streamers” over incoming NTSC or PAL images to facilitate the synchronized performance of ensemble and orchestral music for features and television. This generator is also adaptable for use in foley and ADR. ProCue 1m1 is fully compatible with software like Auricle and Cue.

## **Packing list:**

- ProCue 1m1
- ProCue 1m1 manual on CD

## **Technical support:**

- 1) Technical support via phone during Danish daytime.
- 2) Unlimited technical support via email.
- 3) 24 Hour Emergency support by phone.  
(Only if a Unit breaks down during a recording session.)

## **ABOUT PROCUE 1M1**

### ***TURN ON THE POWER***

If a monitor is connected to ProCue 1m1 during startup the monitor will show two initial pages. Product /OS information and main functions settings.

These pages can be skipped pressing one of the three buttons on the front panel one or two times. One page will be skipped for each press.

To be able to use the buttons on the front panel for the dedicated functions the initial pages has to be skipped or timed out. (10 sec.) Even if no monitor is connected.

A MIDI cable should be connected between MIDI OUT on the controlling device/computer and the ProCue 1m1 MIDI IND (fig. 2-9) on the rear panel in order to control the ProCue 1m1.

## **Default settings.**

If the SETUP button is pressed for two seconds while turning on the power all custom settings will be erased and the default factory settings will be restored.

## ***HEADPHONES/ SPEAKER***

Headphones can be plugged into the ‘Phones’ 1/4 inch phono connector on the front panel (fig.1-1). The volume for phones and speaker can be adjusted by the VOLUME Control (fig.1-2).

**Note:** When headphones are plugged in the speaker will be disconnected.

## ***TRIGGER FUNCTIONS***

There are two trigger systems in ProCue 1m1.

- AUDIO RE-TRIGGER
- TRIGGER B.

### **AUDIO RE-TRIGGER**

The audio re-trigger is able to convert any audio click to the built in audio click and a MIDI note on command. Input a **line out** signal from an audio click source (tape, computer, metronome, etc.) into either the AUDIO IN (XLR) (fig.2-1) on the rear panel or the 1/4 inch IN A on the front panel (fig.1-4).

Note: When the 1/4 inch re-trigger input (fig.1-4) on the front panel is in use the AUDIO IN (fig.2-1) on the rear panel is disabled.

To make a precise interpretation of an incoming audio click ProCue 1m1 needs the *THRESHOLD* and the *HOLD TIME* to be adjusted.

The *THRESHOLD* knob (fig. 1-5) sets the threshold level. Every time the incoming signal goes higher than this level the re-trigger is triggered. If the threshold level is set too high compared to the incoming signal the trigger will not trigger. If it is set to low the trigger could be less precise if it is disturbed by noise from the click source. The Re-trigger LED (fig.1-3) on the front panel is lit when a audio signal is detected on the input.

The *HOLD TIME* knob (fig. 1-7) sets the delay time before a triggering can occur again. If the incoming click is longer than just a click (e.g. a tone from a computer or sound module) this function can prevent that the trigger triggers two or more times on the same sound. For as long as the Hold LED (fig.1-6) is lit the re-trigger cannot produce another click.

### **TRIGGER B**

Trigger B is sensitive to either a TTL signal or a relay closure.

### **TRIGGER B POLARITY**

The trigger polarity can be set in 2 different modes.

Falling edge and raising edge.

## RESULT OF TRIGGER B

The output/result of Trigger B can be set to either a Sync Pop or Audio Click 2.

## ***AUDIO GENERATOR***

ProCue 1m1 has four audio generators: CLICK 1, CLICK 2, SYNC POP and the PRE OUT CLICK generator.

### **CLICK 1**

Can be controlled by two things:

- A MIDI note on command
- AUDIO RE-TRIGGER.

### **CLICK 2**

Can be controlled by two things:

- A MIDI note on command
- TRIGGER B (if TRIGGER B is set to control CLICK 2)

### **SYNC POP (a 1 kHz tone sounding one film frame in duration)**

The SYNC POP can be controlled by three things:

- A MIDI note on command
- TRIGGER B (if TRIGGER B is set to control the SYNC POP)
- *SYNC POP SWITCH* on the front panel. (fig. 1-15)

(When ProCue 1m1 receives a signal to produce a SYNC POP the SYNC POP will first be generated when the next video frame shift occurs. The SYNC POP command therefore has to be sent in the video frame before the desired frame shift.

This is done to insure that the sync pop will start and end on a frame shift.

### **CLICK I WIDTH control (fig. 1-9)**

Adjusts the width of the chosen click. When you turn the knob clockwise the width will decrease and the click will get higher/more bright.

NOTE: When the WIDTH control is turned fully counterclockwise the click can become “blurred”. In that case the use of the TONE control can solve the problem.

### **BALANCE (fig. 1-10)**

Adjusts the volume difference between click 1 and click 2.

### **CLICK II WIDTH control (fig. 1-11)**

See Click I Width.

### **TONE (fig. 1-12)**

Adjusts the Softness of Click I and Click II. When the knob is turned clockwise the clicks will get softer.

NOTE: The more the TONE knob is turned clockwise the less audible difference between CLICK 1 and CLICK 2 will get.

### **LINE OUT Level control (fig. 1-13)**

Controls Click I and Click II line out level through LINE OUT (fig. 2-14)

NOTE: The sync pop is not send out the line out connector but the Pre-out.

### **PRE OUT**

The 1/4 inch PRE OUT connector on the rear panel (fig. 2-12) will send out the SYNC POP and CLICK 1/CLICK 2 with fixed “width”, “tone” and volume.

### **MIDI NOTES/CHANNELS**

The MIDI notes/ channels for CLICK 1, CLICK 2 and SYNC POP can be changed in SETUP.

### **MIDI VELOCITY**

CLICK 1 and CLICK 2 can be set to respond to MIDI NOTE ON velocity.

That is used to create accents on certain clicks, normally the downbeat.

See MIDI VELOCITY in SETUP.

# **VIDEO EVENT GENERATOR**

## **VISUAL EFFECTS in ProCue 1m1**

Streamer colors: Yellow, Green, White, Blue, Red, Orange, Violet and Brown.

Traversal times: 3 feet/2 sec., 4 feet/2.66 sec. and 5 feet/3.33 sec.

Punch sizes: mini, small, medium and large.

Flutter patterns: single, three, five and seven.

## **VIDEO FORMAT: PAL / NTSC**

ProCue 1m1 will work with both PAL and NTSC input through the VIDEO IN connector on the rear panel(fig. 2-4). ProCue 1m1 detects if the incoming video signal is PAL or NTSC. If no video signal is input, ProCue 1m1 provides either PAL or NTSC black generation. The default black generation can be selected in setup.

## **SCREEN FORMAT: 4:3 / 16:9 (1:1.85)**

If a real “WIDE SCREEN” format video signal is input through the VIDEO IN connector on the rear panel(fig. 2-4) the punches need other proportions to accommodate the different proportions of the incoming picture.

## **VIDEO EVENT CONTROL: NOTE/ SYSEX.**

The Video event generator ProCue 1m1 can be controlled by two kinds of MIDI commands.

### **1) MIDI NOTE ON COMMANDS**

If Video events should be controlled by a MIDI sequencer or a MIDI keyboard the “NOTE” function should be selected in SETUP mode.

### **2) MIDI SYSEX MESSAGES**

If video events should be triggered by the software Auricle or Cue the “SYSEX” function should be selected in SETUP mode.

A third option is to select both systems at the same time.

Note: Clicks are always controlled by MIDI note on commands, regardless the setting of this function.

## **VIDEO LED** (fig. 1-20)

If a video signal is input to the VIDEO IN (fig. 2-4) or the B.B IN (stands for Black Burst)(fig. 2-2) this LED will be lit solid. If ProCue 1m1 internally generates NTSC or PAL black it will slowly flash.

## **EVENT CONTRAST**

The knob EVENT CONTRAST adjusts the light intensity of streamers and punches.

**IMPORTANT:** If noise is input the Video In/ Black Burst In, ProCue 1m1 will probably get disturbed. Noise could be an empty TV channel or a signal from an unrecorded Tape.

## ***SECONDARY AND THIRD FUNCTIONS***

For upgrade possibilities we have built in two extra function modes 2.FUNC (Secondary) and 3.FUNC. (Third). That gives us two times eight (16) possible new functions. The first four are already defined.

### **1) Click to Punch event / Visual metronome (default OFF)**

If ON a punch is generated every time a click is generated.

### **2) Punch after streamer. (default ON)**

This function turns the automatic punch after the streamer on and off.

The ADR studios often prefer no automatic punch after streamers.

### **3) Show Settings On Screen. (default ON)**

If the setup screen is not wanted when entering the setup mode that function can be turned OFF. When ProCue 1m1 is used at a recording session perhaps the conductor will get upset if the screen suddenly is covered with setup information.

If you get an idea for new functions you need please let us know.

### **4) Right edge adjustment. (default 0)**

With this function it is possible to adjust the hidden line where the streamers are disappearing behind in the right side of the screen.

# **SETUP**

## **How to set up ProCue 1m1**

If a monitor is connected the Video Out (Fig. 2-3) all settings can be seen on the monitor unless the third secondary function “Show settings on screen” is set to “OFF”.

The LEDs fig. 1-23 to 1-34 are part of the set up procedure. The LEDs fig. 1-27 to 1-32 are working in pairs.

Three buttons are used in the set up procedure.

### **1) SETUP button (fig. 1-19)**

The SETUP button brings ProCue 1m1 in and out of SETUP mode. The SETUP LED (fig. 1-18) will blink slowly when ProCue 1m1 is in SETUP mode. When pressed once the main functions settings will be displayed when pressed twice the secondary functions settings will be displayed. When pressed the third time ProCue 1m1 goes out of SETUP mode because there is no third functions yet.

**Note:** The SETUP button does not store changes.

### **2) NEXT button (fig. 1-15)**

Moves the setup “pointer” to the next function in the rows of LEDs and ProCue 1m1 will be ready to change the setting for that function where the LED is now blinking slowly or lit solid.

**Note:** The NEXT button does not store changes.

### **3) SET button (fig. 1-16)**

The SET button works in 2 different ways.

1) For functions with only one linked LED (Click 1, CLICK 2, SYNC POP and VIDEO) the “SET” button will assign the already received MIDI note number/channel to the given function.

2) For functions with two linked LEDs (From Vel.ON/Vel.OFF fig. 1-27) the “SET” button will switch between the two linked LEDs or as a third option turn them both on if the function has that possibility. The chosen setting will be remembered.

Press the SETUP button once or twice depending on the current setup page, to exit SETUP mode. The SETUP LED will stop blinking.

Note: For setting up CLICK 1, CLICK 2, SYNC POP and VIDEO a MIDI connection has to be established between ProCue 1m1 and the device that controls ProCue 1m1 or a MIDI Keyboard.

## **MIDI NOTES and MIDI CHANNELS**

For CLICK 1, CLICK 2, SYNC POP and VIDEO the MIDI note/channel setup procedure is as follows:

Go to setup mode by pressing “SETUP” button.

Because CLICK 1 is the first function the “Pointer” has made the CLICK 1 LED (fig. 1-23) blink. If changes regarding CLICK 2, SYNC POP or VIDEO is wanted just press the “NEXT” button until the LED belonging to the desired function is blinking slowly. When the LED for one of these functions is blinking the given function is ready to be set. Through MIDI generated by MIDI software or a MIDI keyboard ProCue 1m1 can now receive and learn a MIDI note number and MIDI channel number that will be assigned for the given function. When a MIDI note number/channel, different from those already stored for the given function, have been received by ProCue 1m1 the function LED will blink with a “double blink” pattern. When the desired MIDI note / channel has been sent to ProCue 1m1 press the “SET” button to store the settings. The LED belonging to that function will then blink rapidly. If no changes are needed just press the NEXT or SETUP button.

Note: For the VIDEO function only the MIDI channel can be set. The MIDI notes for all visual events can be seen in the key layout fig. 3 page 20

### **Default settings:**

When the clicks or sync pop share MIDI channel with the Visual Events, two default MIDI notes will be assigned each of these functions. The setting monitor only shows the lowest one of these two midi notes.

CLICK 1: MIDI note number 36 and 37 on MIDI channel 16.

CLICK 2: MIDI note number 38 and 39 on MIDI channel 16

SYNC POP: MIDI note number 41 and 42 on MIDI channel 16

VIDEO (Visual events): Note numbers see fig. 3. Default MIDI channel is 16

When the clicks and sync pop do not share MIDI channel with the Visual Events only one MIDI note can be assigned to each of the functions. If you move only the Visual Events MIDI channel the default Click 1's MIDI note number is set to 37, Click 2's MIDI note number is set to 39 and the SYNC POP MIDI note number is set to 42.

If the MIDI channel for CLICK 1, CLICK 2 or the SYNC POP is set to the same MIDI channel as VIDEO, the MIDI note numbers for that function will be set to the default note numbers.

(All factory settings can be recalled if the "SETUP" button is hold for three seconds when turning on the power. All custom settings will be erased.)

**NOTE:** If visual events are to be controlled by MIDI note on commands make sure that the NOTE/SYSEX setting is correct.

### **MIDI VELOCITY: OFF/ON** (Default VEL OFF)

Press the SETUP button once and the NEXT button until either the VEL. OFF or VEL. ON LED is lit. Use the SET button to chose the desired function.

### **VIDEO FORMAT: PAL / NTSC** (Default NTSC)

If no video signal is input, ProCue 1m1 will provide either PAL or NTSC black generation. Press the SETUP button until either the PAL or NTSC LED is lit. Use the SET button to choose the desired black generation.

Note: If a video signal is input the black generation will be locked to the same video format as the incoming and can't be changed in SETUP.

### **SCREEN FORMAT: 4:3 / 16:9** (Default 4:3)

Press the SETUP button once and the NEXT button until either the 4:3 or the 16:9 LED is lit. Use the SET button to shift the setting.

### **VIDEO EVENT CONTROL: NOTE/ SYSEX.** (Default is SYSEX)

The Video event generator in ProCue 1m1 can be controlled with two kinds of MIDI commands.

#### **1) MIDI NOTE ON COMMANDS**

If Visual events should be controlled by a MIDI sequencer or a MIDI keyboard, "NOTE" or "SYSEX+NOTE" mode should be chosen. (See also figure 3. Page 8)

#### **2) MIDI SYSEX MESSAGES**

If visual events should be triggered by the Auricle® or Cue® software the "SYSEX" or "SYSEX+NOTE" mode should be chosen.

Press the SETUP button once and the NEXT button until either the "NOTE" LED or the "SYSEX" LED or both are lit. Use the SET button to choose one of the following settings:

- 1) MIDI NOTE only
- 2) MIDI SYSEX only
- 3) MIDI NOTE and SYSEX. (Both LEDS will be lit)

### **TRIGGER B POLARITY (B TRIG -/ B TRIG +) (fig. 1-31)**

- 1) If trigger B is set to “- trig “ it will trig on falling edge.  
(TTL standard “HIGH” to “LOW” = from above 2,8 Volt to under 0,8 Volt)
- 2) If trigger B is set to “+ trig “ it will trig on racing edge.  
(TTL standard “LOW” to “HIGH” = from under 0,8 Volt to above 2,8 Volt)

Press the SETUP button once and the NEXT button until either the B TRIG - LED or the B TRIG+ LED are lit. Use the SET button to shift the setting.

### **RESULT OF TRIGGER B (B - CLICK 2 / B - SYNC POP) (fig. 1-32)**

This function defines if the received TTL/RELAY CLOSURE signal on TRIGGER B will result in CLICK 2 or the SYNC POP.

Press the SETUP button once and the NEXT button until either the “B - CLICK 2”(fig. 1-32) LED or the “B - SYNC POP” LED (fig. 1-32) are lit. Use the SET button to shift the setting.

### **How to use TRIGGER B together with a TTL signal.**

Input a cable from the TTL output source ( Signal from 0 Volt to 5) into the IN B 1/4 inch phono (fig.2-11) on the rear panel. Make sure that the incoming TTL polarity fits the TRIGGER B polarity. See TRIGGER B polarity above.

### **How to use TRIGGER B together with a relay.**

Input a cable from the relay closure output into the “IN B” 1/4 inch phono (fig.2-11) on the rear panel. Use a cable where the “Tip” and the “common” are connected to the relay. A relay can be used in two ways:

- 1) If the triggering of a Sync Pop or Click 2 is wanted when the external relay is closing, the polarity of Trigger B has to be set to “- trig”.
- 2) If the triggering of a Sync Pop or Click 2 is wanted when an external relay is released, the polarity of Trigger B has to be set to “+ trig”.

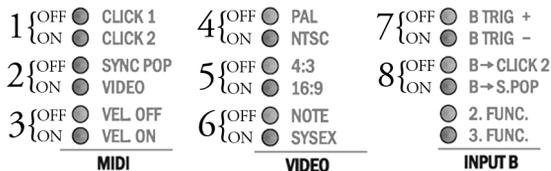
## SETUP SECONDARY AND THIRD FUNCTIONS

When all functions from CLICK 1 to B - S.POP has been scrolled through the 2.FUNC LED will be reached and ProCue 1m1 goes into secondary functions SETUP mode. It is also possible to access the 2.FUNC setup mode by pressing the setup switch twice.

The 2.FUNC LED and the SETUP LED will blink slowly and one of the two first LEDs (CLICK 1 or CLICK 2) will be solid lit indicating if the first secondary function is on or off.

All secondary functions will be assigned a pair of LEDs - an orange and a green.

The picture below shows how the LEDs on the front works in pairs for the secondary and third function setup modes. The numbers from one to eight indicates the number of the secondary or third function. The printed LED names on the front panel have nothing to do with the secondary or third functions.



The orange LED will normally indicate that the particular function is off. The green LED will normally indicate that the particular function is on.

The NEXT button will move the SETUP “pointer” to the next pairs of LEDs if more secondary or third functions have been defined. If not the NEXT button brings the SETUP pointer back to the very first function - CLICK 1.

**Here is an example of how to set up a secondary function.**

### 1) Click to punch event - Visual metronome

Press SETUP twice. With the SET button the Visual Metronome can now be turned on (Green LED) and off (Orange LED).

## CONTROL OF VISUAL EVENTS WITH MIDI NOTE ON COMMANDS

See also figure 3, page 20

Note: The default Visual MIDI channel is 16.

When producing Streamers and flutters/punches with MIDI note on commands ProCue 1m1 needs two things to be defined before the actual event generation. (Unless the default settings is used, see above)

- 1) STREAMER TRAVERSAL TIME
- 2) HOLE SIZE

To define the length/time of a streamer let ProCue 1m1 receive a MIDI NOTE ON command with one of the following note numbers: Note 72 (2 sec), note 74(2.66 sec.) or note 76(3.33 sec.)

To define the hole size let ProCue 1m1 receive a MIDI NOTE ON command with one of the following note numbers: 84(MINI), 86(SMALL), 88(MEDIUM) or 89(BIG).

To trig a streamer one of the “Streamer trigger” note numbers has to send to ProCue 1m1. Depending on the desired streamer color choose a specified note number between 47 and 59. See figure 3. For an example sending MIDI note number 48 on the “Visual events” MIDI channel will generate in a green streamer immediately.

To trig a flutter/punch send one of the “Flutter/Punch trigger” note numbers. Depending on the desired flutter pattern choose a specified note number between 47 and 59. See figure 3. For an example sending a MIDI note number 62 will generate a 3 flutter immediately.

### ***MIDI key number layout***

There are four kinds of MIDI note on commands that controls the Video Event generator. See fig.3 page

#### **1) Flutter/punch HOLE SIZE**

These MIDI note numbers will select the Hole size for the next Flutter or Punch.

- BIG: Note number 89
- MEDIUM: Note number 88 (Default)
- SMALL: Note number 86
- MINI: Note number 84

## **2) Flutter/punch TRIGGER**

These MIDI note numbers will select the flutter pattern

and produce the flutter or punch at the same time.

SEVEN: Note number 65

FIVE: Note number 64

THREE: Note number 62

SINGLE: Note number 60

## **3) Streamer Length/time**

These MIDI note numbers select the traverse time for the next streamer.

5FEET/3.33 SEC.: Note number 76

4FEET/2.66 SEC.: Note number 74

3FEET/2 SEC.: Note number 72 (Default)

NOTE: only one traverse time can be represented on the screen at the same time.

If the traverse time is changed meanwhile a streamer is on the screen this streamer will change traverse speed

## **4) Streamer trigger keys**

These MIDI note numbers will select the streamer color and produce the streamer at the same time.

Orange: Note number 59

Brown: Note number 57

Violet: Note number 55

Red: Note number 53

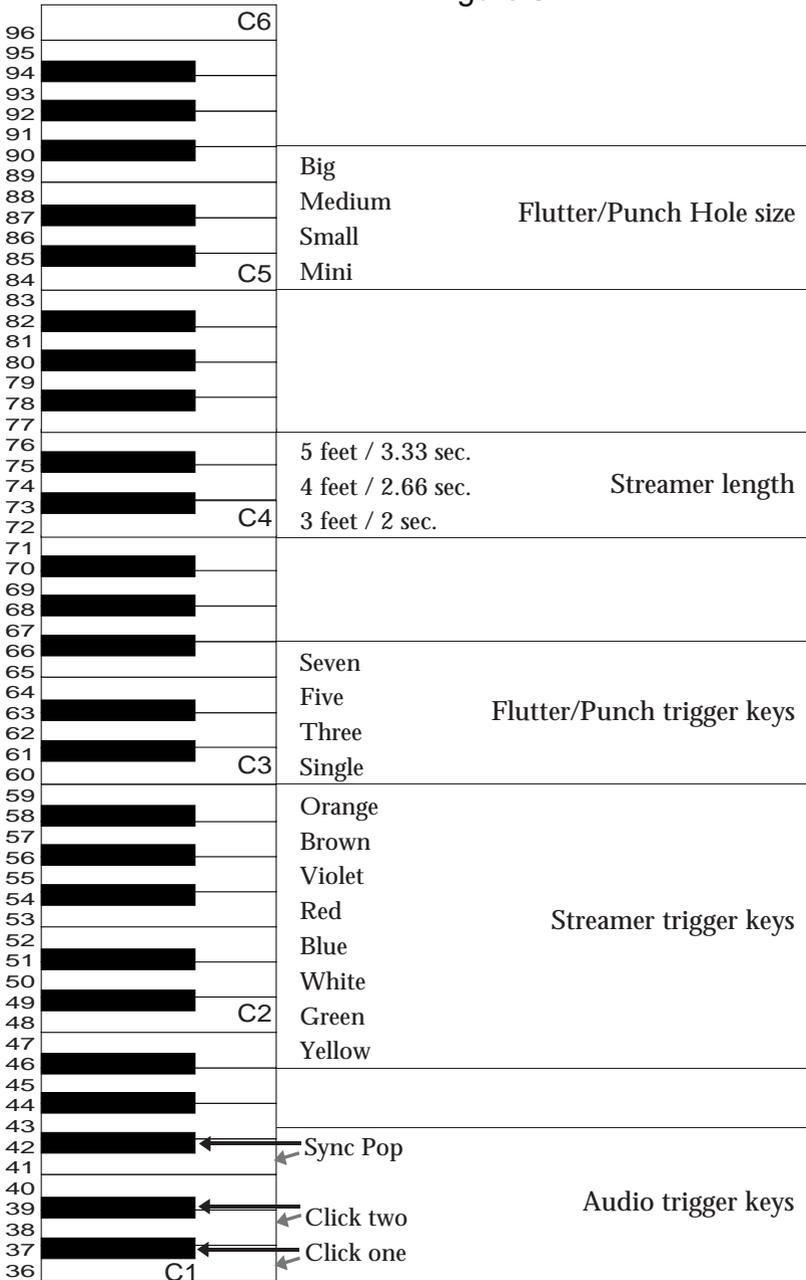
Blue: Note number 52

White::; Note number 50

Green: Note number 48

Yellow: Note number 47

Figure 3



MIDI Note 126 and 127 (if counted from 0) on channel 16 is reserved for the On screen display "Bars and Beats".

## ***TROUBLESHOOTING***

**No visual events are generated, when sending out MIDI note on commands to ProCue 1m1.**

*1) If the MIDI LED is flashing when MIDI is send out of the controller:*

- Check that the configuration for NOTE/SYSEX is correct.
- Make sure that the used MIDI channel is the MIDI channel for visual events.

*2) If the MIDI LED is not flashing when MIDI is send out of the controller:*

- Check the MIDI Cable

**No difference between the width of Click and Click 2.**

The TONE control could be set to high.

**The MIDI notes stored for CLICK 1 or CLICK 2 or SYNC POP is not responding:**

*1) If the MIDI LED is flashing when MIDI is send out of the controller:*

- The MIDI channel for CLICK 1 or CLICK 2 or the SYNC POP could be the same as the MIDI channel for the VIDEO events. In that case the MIDI note numbers are fixed to the default note numbers. See CLICK 1, CLICK 2, SYNC POP and VIDEO in SETUP.
- Make sure that the transmitting MIDI channel is the one assigned for the function.

*2) If the MIDI LED is not flashing when MIDI is send out of the controller:*

- Check the MIDI Cable and the controlling devise.

**Rainbow colored streamers:**

The video in signal is to low. Could happen if there is a “T” (video signal splitter) between the video deck and the ProCue 1m1.

**If the LINE OUT level is to low.**

Make sure that the Line Out knob is turned clockwise to it's max. Be careful though, ProCue 1m1's line out level is higher than the standard.

If Auricle is used to trigger the build in click generators in ProCue 1m1 it is important that "TESLA CLICK BOX" is set to "OFF". The old Tesla box worked with MIDI velocities in another way than we do today. If some other software is controlling the clicks make sure that the velocities is not to low. If the line out signal is still to low the click velocity sensitivity can be turned off in the setup menu.

**Missing SYNC POP / missing Punch after streamer.**

When ProCue 1m1 generates Sync or a streamer with a following punch the Sync pop and the punch will be generated in sync with a video frame shift. Some consumer video decks emit a invalid field sync pulse in "paused" or "stopped" mode that prevents the ProCue 1m1 from trigger the sync pop or punch. To solve the problem let the videotape run or turn off the video deck.

If the Video LED (fig.1-20) is lit solid, ProCue 1m1 has recognized an incoming video signal. But ProCue 1m1 can't detect if the signal has incorrect frame/field information.

**Missing events when using text, streamers and clicks at the same time.**

Try to move some of the midi events to other MIDI channels. Could be like this:

- Streamers: MIDI channel 16
- Clicks: MIDI channel 15
- Sync pop: MIDI channel 14

If you MIDI sequenser has the possibility to turn "Running Status" off, then try that.

***SPECIFICATIONS***

Dimensions: 1.75"(h) x 8.5"(d) x 19"(w)

Weight: 5.5 lbs.

Video in/out: 1 Vpp 75 ohm

S-Video in/out: Y = 1 Vpp 75 ohm C = 0.7 Vpp 75 Ohm.

Audio In sensitivity: IN A (1/4 inch phono): 125 mV, IN A (XLR): 250 mV

Line out: Balanced

IN B: TTL 5 volt in/ relay closure.

TTL out: 5 volt

Power consumption: 30 Watt

## Updating Your 1M1 Firmware

- ✓ System and Application Requirements:
  - An Intel based IBM PC or compatible running Windows 95/98/Me/2000/NT.
  - A current version of the Cueline *ProFlash* Application. You will find this application on the Cueline CD that came with your 1M1 for units above serial number 1m1A0009. The newest version of *ProFlash* is also available on the Cueline Website at <http://www.cueline.com/support.html>.
  - Your computer must have a MIDI interface of some sort with at least one MIDI out and one MIDI in connector. Any MIDI interface supported directly by Windows will suffice (e.g., Midiman's Midisport (USB connect) or Portman (parallel connect)). If you do not have a specific MIDI hook-up device, note that most current PC sound cards support MIDI through the PC's 15pin game/joystick port. You will need the acquire a game port-to-MIDI connector cable, however (e.g., see <http://www.cablesnmor.com/midi-cable.html>).
  - An internet connection and internet browser.
  - A WinZip application or like utility that will decompress .zip files.
- ✓ **Step 1:** From the Internet at <http://www.cueline.com/support.html> download the current 1M1 "zipped" firmware data file(s) to a known location on your PC. The latest firmware data files available for download are:
  - VideoFirm14J.zip
  - ProcFirm15A.zip
- ✓ **Step 2:** Unzip the foregoing files to a known location on your PC.
- ✓ **Step 3:** Connect Up....
  - Connect the MIDI Out from your computer to the MIDI In on the 1M1. Connect the MIDI In on your computer to the MIDI Out on the 1M1.
  - Connect the video output of the 1M1 to your video monitor.
  - Power up your video monitor and then your 1M1.
- ✓ **Step 4:** Start the Cueline Flash Utility (double click on its icon).

- ✓ **Step 5:** Select MIDI ports:
  - At the left just below the graphic of the 1M1 on the Flash Utility window you will find a drop down menu entitled “Midi In”. Drop down this menu and select your computer’s Midi In port which is connected to the 1M1 MIDI Out.
  - At the right just below the graphic of the 1M1 on the Flash Utility window you will find a drop down menu entitled “Midi Out”. Drop down this menu and select your computer’s Midi Out port which is connected to the 1M1 MIDI In.
  
- ✓ **Step 6:** Select a 1M1 firmware data file (.pcf (Video upgrade) or .pcr (Processor upgrade)):
  - On the Flash Utility window at the bottom left, click on the “File Select” button. The usual Windows’ file browse window will pop up. Find, then select and open a target 1M1 firmware data file (.pcf or .pcr). Note: If you are updating your 1M1 firmware with more than one file, you need not worry as to which file you chose first.
  
- ✓ **Step 7:** Click on the "Flash" button. The 1M1 should now exhibit the following behavior:
  - If the MIDI connections to ProCue 1m1 were correct the 2.FUNC. and 3.FUNC LEDs on ProCue 1m1 will light indicating that the upgrade has commenced.
  - The four LEDs (CLICK 1, CLICK 2, SYNC POP, VIDEO) on ProCue 1m1 will also light, but begin to move in a downwards pattern indicating that the 1M1 is receiving data from your PC.
  - Download or update progress will also be shown on your computer’s monitor and on the video monitor connected to your 1M1. Both of these displays will show the number of data blocks to be downloaded together with a counter of the data blocks as transferred.
  - When the download is finished, the following message will appear on your video monitor: ***"Switch off ProCue 1m1, wait 5 sec. then switch on again."*** Also, the following message will appear on your computer monitor: ***"Flash Complete."*** The four LEDs (CLICK 1, CLICK 2, SYNC POP, VIDEO) will cease blinking in a downward pattern.
  - If the upgrade was completed successfully, the MIDI/SETTINGS LED (no. 17 - figure 1 in the manual) will begin to blink slowly. So will the CLICK 1 LED.

- ✓ **Step 8:** Turn off your 1M1. Wait at least five (5) seconds. Turn your 1M1 on. The firmware upgrade is now complete for the selected firmware data file.
  
- ✓ **Step 9:** If another file is required to upgrade your 1M1 firmware, go to Step 6 and repeat the foregoing upgrade procedure for that file. NOTE: Please upgrade your 1M1 firmware with ALL files we might periodically make available.
  - **ERROR CONDITION:** If an ERROR occurred during the firmware download, the MIDI/SETTINGS LED will blink rapidly. In this event turn off your 1M1. Wait at least five (5) seconds. Turn your 1M1 on and recommence the upgrade from Step 6.
  
- ✓ If any things goes wrong during download the following message will appear on your computer monitor: " Check Cable and MIDI settings "
  
- ✓ On the video monitor the download progress will just stop at the block number for the last received data block.
  
- ✓ FAQ: If the download cannot be completed for some reason, is the 1M1 still usable?
  
- ✓ A: NO. But you can try download as many times as needed. Just remember to switch off the power for 5 seconds between each try.

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